

The Book of the Law

Introduction

Starting Out

Dredd: The Card Game is essentially a simple game for two to four players. These rules may appear complex initially but most of them deal with special exceptions to the basic rules or areas of the game that require a detailed description. Read the [Quickstart Rules](#) to get playing quickly and if you need clarification on any part of the game, refer to the appropriate part of the [Main Rules](#). Words in the glossary are linked and can be looked up for a quick explanation, words or phrases in *bold italics* are very important, pay close attention!

In the game you take the role of a senior Judge in the Justice Department and are responsible for a team of Judges who must uphold the strict legal code of Mega City One. These Judges are the most highly trained law enforcement officers the world has ever seen and are trained to deal with any situation. Your influence is behind the scenes ensuring that they receive the backup and resources that they require to survive the challenges on the streets. Your career is tied to the fortunes of your team. By surviving on the streets, solving crimes and pursuing the objectives of their divisions, these Judges can earn you renown and respect and so advance your career to a higher position. By failing to uphold the Law or behaving in a manner unbecoming of a Mega City Judge, the team can lead to your downfall.

Many Divisions make up the Justice Department, each with its role to play in fighting crime. The Judges in your team can belong to any Division or mix of Divisions. In this first edition only two Divisions (Street and Psi) are available. The Street Division is responsible for the majority of the work of patrolling the streets and apprehending the criminals. They are the largest Division of the Justice Department and are good all-round Judges, capable in almost any situation. The Psi Division is made up of individuals with psychic powers, trained from an early age to create powerful specialist Judges. Though not such capable all-rounders, they are at home on the Mega City streets and an asset to any Street Judge on patrol. When you hit the streets, you will need to use all the resources at your disposal to ensure the success of your team.

Golden Rules

While playing the game these important rules should be observed.

- If a card's effect or text breaks the rules in this book, the cards take precedence.
- All your cards remain yours throughout the game no matter who controls them or plays with them.
- Cards always remain oriented with the title so their owner can read it. For example the crime and scene cards shown in the [Table Layout](#) diagram are upside down - they have been played by an opponent. This should help you keep track of which cards belong to whom.

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Basic Collectable Card Game Concepts

Unfamiliar with collectable card games? This section should help you understand some basic ideas.

Cards

There are several different types of cards, which are all used in different ways.

- Some cards are put 'into play' and stick around. (Judges and backup)
- Others are played to create an effect and then are immediately discarded. (Incidents)
- Others will be placed together to form groups. (Crimes, Scenes and Perps)
- Some cards which are in play will be moved around or flipped face down to represent them performing a task.

Tokens

You will be instructed to use tokens in several ways.

- Some will be used to count your score. (Prestige)
- Some will represent failings of Judges. (Demerits)
- Others will reflect the activities or mood of characters.

Keywords

Some cards bear important reference words under their titles called 'keywords'.

- These will often be referred to when searching your deck for a card.
- Some cards only effect other cards if they have certain keywords or make an effect more or less powerful if another keyword is in play.

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Notes for Experienced Players

Dredd: The Card Game is more structured than many collectable card games to help players new to CCG's and eliminate timing problems however this structure will be used as a framework for more complex and flexible cards and effects in future expansions.

Effects & Timing

- Effects can only be produced in the round stated in the effects' timing bar though this will be made more flexible in the future.
- An effect from a card with a particular title can only be produced once each round though this will be made more flexible in the future.

Cards

- Other than a minimum deck size of 40 cards there are no limits to deck construction.
- You may look at cards in player's iso cubes, wasted and resyk piles at any time.
- You may not look at cards in a player's deck unless a card effect allows.

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Card Types

The following section details the seven different card types found in Dredd: TCG. Many cards have text in italics at the bottom of their text box, this is flavour text that tells the stories of Mega City One and has no effect in the game; but can help bring it to life.

Judges

Judges have a blue and gold card background representing a Judge's uniform. The Judges that make up your team must be carefully chosen and protected to ensure that you make it to the end of the game.

Prestige Value - shows the value of the Judge to the team and how hard they are to remove.

Title - to distinguish one Judge from another. No more than one Judge with any particular title can be in play at the same time.

Keywords - define the Judge's division, jurisdiction and any Psi talents the Judge has.

Experience - shows how long a Judge has served in the Justice Department.

Authority - shows the presence the Judge has and the awe that they inspire with the power of their voice alone.

Effect Text- effects that can be generated by the Judge or that are in constant effect. If a Judge has a timing bar in their text box, the effect described under it can only be used at that time in the turn (see [Actions](#)).

Ability - represents a Judge's combat prowess, agility and mental reasoning.

Resources

Resources have a green and silver background representing the training and high-tech equipment available to the Judges. Resources can make the difference between losing a team member and apprehending a villain, and provide vital assistance on the street.

Title - tells you the name of the Resource. No Judge may be issued with two Resources with the same title, though your team may contain several of the same Resource.

Keywords - define what kind of Resource the card is. The three types of Resource are equipment, skill and backup. Equipment and skill cards are issued to individual Judges and backup is added to your team, to the right of your Judges (see [Bringing Cards into Play](#)).

Prestige Value - shows the amount of Prestige that you must lose to bring the Resource into play.

Effect Text - defines what the Resource does while it is in play or when it is used. If a Resource has a timing bar in their text box, the effect described under it can only be used at that time in the turn (see [Actions](#)).

Crimes

Crimes have a red and tan background representing bloodstains. Crimes are the key to the game. Your team must solve Crimes to accumulate Prestige.

Title - the name of the Crime. There is no limit to the number of Crimes with the same title that may be in play

Keywords - tells you the Justice Department classification of the Crime.

Sentencing Text - the three sentencing options that the arresting team has once the Perp is apprehended.

Motivations - the psychological drives that lead a Perp to commit this Crime.

Scenes

Scenes have a purple and green, scrawled wall background. Scenes represent either the place where the Crime originally occurred or the location the criminal ran to when they escaped.

Title - the name of the location where the action is taking place.

Keywords - further define the attributes of the Scene.

Prestige Value - the amount the Scene is worth once the Crime is solved.

Effect Text - any special circumstances in effect while Judges and Perps are at that Scene.

Perps

Perps have an orange and red background and are the criminals of Mega City One.

Title - the name of the Perp. All Perps are unique, so only one Perp with a particular title can be in play at any time, unless it states on the card that the Perp is not considered to be unique.

Keywords define what allegiances the Perp has and tells players what other Perps can be added to a Crime.

Resolve - matched against the Judge's Authority, a measure of the likelihood of the Perp surrendering.

Ability - matched against the Judge's Ability, a measure of the Perp's competence at fighting and escaping detection.

Skills - effects that are generated when the Perp is in play.

Motivations - the psychological drives behind the Perp's criminal activities. Matched against the motivations on the Crimes.

Signatures - the types of Crimes the Perp is used to committing and competent at. Matched against the Crime's classification Keyword.

Incidents

Incidents have a grey background crossed with red and white Justice Department tape. These cards represent the unexpected occurrences and the Judges' responses to them.

Title - defines what is happening. Only one Incident card with a particular title can be played during each round.

Keyword - subdivide Incidents into broad categories.

Prestige Value - the amount of Prestige that must be lost to bring the card into play (except [Evidence](#) which sometimes has a positive value).

Effect Text - the effect that is generated when the card is put into play. Playing an Incident requires a player to take an action. All actions are taken at the start of each round, before the round itself is dealt with. An Incident can only be played the phase and round listed in the timing bar at the top of the text box.

Events

Events have an explosive yellow background with falling masonry. They represent major or more long-lasting effects and can have a powerful impact on the game.

Title - tells you what is happening. Events are unique so only one Event with a particular title can be in play at any time, unless it states on the card that the Event is not considered to be unique.

Keywords - places the Event into a broad category.

Prestige Value - The amount of Prestige gained or lost as defined in the effect text.

Effect Text - the effects generated while the Event is in play and the conditions (if any) for it being removed. Playing an Event requires a player to take an action. All actions are taken at the start of each round, before the round itself is dealt with. An Event can only be played the phase and round listed in the timing bar at the top of the text box.

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Table Layout

Quickstart Rules

Setting Up

To begin play, open your Patrol Deck and separate the Judge cards from all other cards. Keep the Judges to one side, shuffle all the other cards together and place them face down in front of you to form your [Deck](#). You will need two dice and some counters or a pen and paper to keep track of your [Prestige Total](#) and tokens to represent [Demerits](#) and [Commendations](#). You begin the game by choosing a team of up to five Judges, who may have a combined [Experience](#) of no greater than 40, and drawing a [hand](#) of seven cards (draw seven cards from the top of your deck). Calculate your starting Prestige Total by adding up the Prestige Values of each Judge in your team. Your Prestige Total will fluctuate during the course of the game and if, at the end of a turn you have twenty or more [Prestige](#), you win (see [Winning the Game](#)). The player with the highest Prestige Total is nominated [Duty Judge](#) for the first turn (in the case of a tie, it is the tied player whose team contains the Judge with the highest Experience that is Duty Judge).

Place your team of Judges face up in front of you, side by side, to the right of your deck. In front of your deck is an area called your [iso cubes](#) where your Perps will go when they are [apprehended](#). To the left of your deck is an area called your [resyk](#), where all the cards you discard are placed. Behind your deck is an area called your [wasted](#) pile, where your Perps and Judges will go if they are killed in combat. Each of these piles has no cards in it at the start of the game but during play will have cards placed in it.

When a card is put into one of these piles it is placed there face up. Any player can look at the cards in these piles at any time in the game. They may not look at your deck or hand without a card effect.

Before playing, it is necessary to explain two important concepts that are vital to understanding how to play the game properly: [Actions](#) are performed at the start of each round of the game, after the round is announced by the Duty Judge but before the round itself is dealt with. The player to the left of the Duty Judge has the first option to take an action in each round, except during each Investigation phase, when it is the person to the left of the current Investigating player. Each other player in turn then has the option to take an action. *As an action, you may either: play one Incident or Event card from your hand if the card's timing bar states the current phase and round; use an effect on a card in play if the card's timing bar states the current phase and round; or pass and not take an action.* Once all players have passed consecutively, the round is dealt with as described below (more about [actions](#)).

Card Activation is required at various points in the game, sometimes in order to perform actions and sometimes as a penalty for failing at some task. There are three states of activity in the game: [ready](#), [activated](#) and [inactive](#). *When a card is ready it is face up and can be used. When you are instructed to activate one of your cards, slide it down (towards you) one card length. When you are instructed to make one of your cards inactive, slide it down one card length into the activated position and then flip it face down to show that it is inactive* (more about [activation](#)).

Turn Sequence

The turn is divided into four phases, each divided into one or more rounds. Each turn all players take part in these phases and rounds in this order:

Roster Phase

Ready Round

Briefing Phase

Resource Round

Crime Round

Assignment Round

Investigation Phase

Scene Round

Perp Round

Challenge Round

Combat Round

Sentencing Round

Process Phase

Debrief Round

The Duty Judge is responsible for announcing each round when it starts, at which point each player has the opportunity to take actions. At the end of the Debrief round, the turn ends and a new one begins with the Roster phase again.

Roster Phase - Ready Round

[Prep](#) any cards in your team that are activated or inactive (see [Card Activation](#)). As all your Judges start the game ready, you will not prep any Judges on the first turn of the game. Organise your team so that the Judge you wish to be your [Team Leader](#) for the turn is the left-most Judge in your team. The player with the highest Prestige Total is nominated Duty Judge for this turn (resolve ties in the same way as above). The Duty Judge then rolls one die to determine whether the turn will take place during the day (if the roll is even) or night (if it is odd).

Briefing Phase - Resource Round

You may issue any Resource cards from your hand to your team or to Judges in it. Equipment and skill cards are issued to an individual Judge and are placed under that Judge, while backup is issued to your whole team and is placed to the right of your Judges. ***If the Resource card you are issuing has a minus number as its Prestige Value then you must lose that amount of Prestige in order to issue the card.***

Crime Round

You must play one Crime from your hand if you have one. All Crimes are played into the centre of the playing area and are unassigned. ***There can be any number of Crimes in play, but you only play one per Crime round.***

Assignment Round

The Duty Judge must assign one of the unassigned Crimes to each player, by placing it in front of that player's team. ***A player with a Crime assigned must investigate it this turn. A player may only be assigned one Crime at a time. If there are any Crimes left unassigned at the end of this round the Duty Judge loses 1 Prestige plus an additional 1 Prestige for each unassigned Crime with a Perp attached. Any player with no Crime assigned at the end of the round must patrol.*** The Duty Judge cannot assign a Crime to you if you have no ready Judges in your team, in which case you lose 1 Prestige. If you have a Crime assigned to you, it is called your Crime for this turn (even though the card itself may belong to someone else).

Each player that has a Crime assigned to them then has their own separate Investigation phase (starting with the player to the left of the Duty Judge and continuing clockwise) which they finish in full before continuing on to the next player's Investigation phase.

Investigation Phase

During your Investigation phase you are the Investigating Player and the player to your left is the Perp Player. When the Duty Judge announces a new round, each player has the opportunity to take actions or pass as usual with one important difference. ***During the Investigation phase, the Perp player has the first option to play or pass rather than the player to the left of the Duty Judge (as happens during the other phases).*** If at any time during the phase, you have no ready Judges in your team, your Investigation phase ends at once.

Scene Round

Ask each player in turn (starting with the Perp player and continuing clockwise) if they wish to attach a Scene to your Crime from their hand. If no other player attaches a Scene, you may play one from your hand and attach it to your Crime. Once you have a Scene, move on to the next round. ***If no one attaches a Scene to your Crime, your Investigation phase ends at once*** and the next player's Investigation phase starts.

Perp Round

Ask each player in turn (starting with the Perp player and continuing clockwise) if they wish to attach a Perp to your Crime from their hand. Once a player has attached a Perp to your Crime, that Perp is called the Lead Perp. If no other player attaches a Perp, you may play one from your hand and attach it to your Crime. Once a Perp is attached to your Crime you must attempt to apprehend them in the Challenge round. ***If no player attaches a Perp to your Crime your Investigation phase ends at once*** and the next

player's Investigation phase starts.

Challenge Round

You roll two dice and add your Team Leader's modified Authority; the Perp player rolls two dice and adds the Lead Perp's modified Resolve (see Motivations below). The highest total wins. If the Perp wins, you lose 1 Prestige immediately and must go on to the Combat round. If you win, the Lead Perp is apprehended and you skip the Combat round. In the event of a tie the Perp always wins.

Motivations

In addition to any card effects that modify a Perp's Resolve, it can also be modified if the Perp is well motivated. Compare the letters in the motivation icon on the Perp and Crime cards. ***If any letters in the Perp's motivation icon appear in the Crime's motivation icon, the Perp's Resolve is modified by +3 while that Perp is attached to that Crime.***

Combat Round

You roll two dice and add your Team Leader's modified Ability, the Perp player rolls two dice and adds the Lead Perp's modified Ability (see Signatures below). The highest total wins. If the Judge wins, the Perp is defeated and apprehended. If the Perp wins the Judge is wounded and the Perp escapes. In the event of a tie, the Perp always wins. If either result is double or more than double the other, the loser of the combat (the Team Leader or the Lead Perp) is wasted (see Injury & Death and Escape). If the Lead Perp is apprehended you go on to the Sentencing round otherwise your Investigation phase ends at once.

Signatures

In the same way that a Perp's motivations modify their Resolve if they match the motivations on a Crime, so the Perp's signature crimes modify their Ability. ***If any of the Perp's listed signature crimes match the classification keyword on the Crime, that Perp's Ability is modified by +3 while the Perp is attached to that Crime.***

Sentencing Round

You must select one of the three sentencing options on the Crime card if possible, by announcing the term (the number of years) and fulfilling all of the requirements on the card for that sentence. ***If you cannot select one of the options on the Crime, you must choose a term and sentence for no effect.*** You then total the Prestige Values of all the cards attached to your Crime and add the result to your Prestige Total. The Crime and all attached cards are then discarded except the Lead Perp, which is added to its owner's iso cubes. ***If you wasted the Lead Perp in combat you cannot choose a sentence (unless the sentence specifically states that you can) and gain only 1 Prestige (total) for the whole Crime.*** The wasted Perp is then placed in its owner's wasted pile. When you have sentenced the Perp, your Investigation phase ends and the next player starts theirs.

After all players have had their Investigation phase, the turn ends with the Process phase in which all players again take part.

Process Phase - Debrief Round

Starting with the player to the left of the Duty Judge and continuing clockwise, each player in turn checks for victory by noting their Prestige Total and number of Commendations. ***If a player has 20 or more***

Prestige or has 5 or more Commendations when they check for victory, that player wins immediately. If no player has won, all players may discard as many cards as they wish from their hand after which all players must draw cards from their deck to refill their hand (you have a maximum hand size of seven cards). This ends the turn and a new turn begins with the Roster phase again.

Winning & Losing

You win the game, by securing the favour of the Council of Five and being promoted, if: You are the only player left in the game. You have a Prestige Total of 20 or more when the rules or cards instruct you to check for victory (as happens in the debrief round). You have 5 or more Commendations when the rules or cards instruct you to check for victory (as happens in the debrief round). You ever [contain](#) all four [Dark Judges](#).

You lose the game, by incurring the displeasure of the Council of Five and being [suspended](#), if: The last Judge in your team is discarded or wasted. You are ever required to draw a card when there are no more cards in your deck. Your whole team is suspended due to Demerits.

Demerits

There are two types of Demerits in the game: [Personal Demerits](#) and [Team Demerits](#). If a Judge in your team receives a Personal Demerit, place a token on the Judge to show the demerit. If, at the end of any round, a Judge ever has more Personal Demerits on them than their Prestige Value, that Judge is Suspended. A suspended Judge is discarded. If your team receives any Team Demerits, place a token above a Judge in your team to show the demerit.

If you are ever required to lose Prestige when you do not have any, you must gain 1 Team Demerit for each Prestige you could not lose.

If, at the end of any round, you ever have more Team Demerits than you have Judges in your team, your entire team is suspended and all the Judges in your team are discarded! If all your Judges are suspended, you lose the game at once, so be wary of gaining demerits.

This is the end of the Quickstart Rules. Try playing a couple of games to get a feel for the rules. Refer to the main rules if you find something in the game about which you are unsure or need clarification.

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Main Rules

Winning the Game

There are several ways to win Dredd: The Card Game and a number of ways of losing. Whenever you check for victory (as happens during the Debrief Round), if you have 20 or more [Prestige](#) or 5 or more [Commendations](#), you win the game (remember that each player checks for victory in turn and the [Duty Judge](#) checks last). If you ever [contain](#) all four [Dark Judges](#) you win immediately, without waiting to check for victory. If you are the last player left in the game, you win immediately.

Losing

You lose by having all of your Judges [wasted](#) or discarded (***if the last Judge in your team is temporarily moved into someone else's team you have not lost, despite having no Judges in your team for a short***

time). If you are ever required to draw cards when you have no more cards in your [deck](#), you lose at once.

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Setting Up

Before starting a game, you need to prepare a deck of at least 40 cards to play with. You may include any combination of cards in your deck but you cannot include Judge cards. Preparing a deck to follow a particular path to victory or pursue a specific strategy can be one of the most rewarding and challenging aspects of Dredd: The Card Game. (Hints on [deck construction](#)). Shuffle your deck and place it face down in front of you. There are three piles around your deck (although they each start the game with no cards in them). In front of your deck are your [iso cubes](#). All your Perps are placed here face up when a player [apprehends](#) them. Perps in your iso cubes are considered to be in play (see [uniqueness](#)) and so cannot be played again. To the left of your deck is your [resyk](#), where all your cards are placed, face-up, when they are discarded (Cards in your resyk are not considered to be in play). Behind your deck is your [wasted](#) pile. If one of your Perps or Judges is killed in combat they are wasted and are placed face up in your wasted pile. Judges and Perps in your wasted pile are considered to be in play (see [uniqueness](#)) and so cannot be duplicated. Any player can examine the cards in your wasted pile, iso cubes or resyk at any time ([Table Layout](#) diagram).

Select a team of Judges from those you have available (the Judges you choose do not count towards the 40 card minimum when building your deck). ***You may not have more than five Judges in your team and the combined Experience of those Judges cannot exceed forty.*** Each player rolls a die, the highest rolling player selects the first Judge in their team, then the player to their left and so on until all players have reached the five Judge or forty Experience limit. Each Judge in the game is unique and so only one copy of a Judge with a particular title can be in play at any time so, when choosing a Judge to add to your team, you cannot add a Judge that is already in another player's team.

Calculate your starting [Prestige Total](#) by adding up the Prestige Values of all the Judges in your team. Use some counters or a pen and paper to record your Prestige Total, which will fluctuate during the game.

Once you have chosen a team of Judges, set them out in front of you face up, side by side to the right of your deck. The Judge on the left of your team is your [Team Leader](#) and is the Judge that will face most of the action for the turn. Each turn, you get one chance to [reorder](#) your team and choose a new Team Leader.

Draw a [hand](#) of 7 cards from the top of your deck. You have a maximum hand size of seven cards at the start of the game and at the end of each Debrief round you must draw cards from your deck until the number of cards in your hand equals your maximum hand size. You may not hold more cards in your hand at the end of a turn than your maximum hand size. Your maximum may be increased during the game by card effects. Do not show the cards in your hand to other players unless a card [effect](#) instruct you to do so.

The player with the highest Prestige Total is nominated Duty Judge for the first turn (if there is ever a tie for Duty Judge, the tied player with the highest Experience Judge in their team is appointed Duty Judge for the turn) and you are ready to start the game. Before beginning play, however, it is important that you understand some of the key concepts that are important to the game.

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Key Concepts

Before playing, take some time to read this section. Pay particular attention to Actions (below), [Card Activation](#) and [Bringing Cards Into Play](#). These are key parts of the game and need to be understood.

Actions

At the start of every round of the game, you have the opportunity to take [actions](#) - either by playing cards from your hand or by using cards already in play. ***When the Duty Judge announces the start of a round each player in turn has the opportunity to take an action or pass.*** Players continue to take turns taking actions or passing until all players pass consecutively, after which the round continues as explained in the main rules.

When it is your turn to take an action, you can either use an effect on a card in play or play a card from your hand with an effect on it. Any effect that has a timing bar requires a player take an action to use it. For an effect to be used at the start of a particular round, it must have the appropriate [timing bar](#) for that round. The timing bar is made up of two words and is at the top of the effect text on the card. The first word of the timing bar tells you the phase and the second word tells you the round within that phase in which the effect can be used. During the Investigation phase only the Investigating player can use effects from Judges and Resources.

Example: If you had an effect you wanted to use that had the timing Investigation Combat, you would have to take an action to use that effect and you would have to do it in the Combat round of the Investigation phase.

If you want to use an effect on a card in play as your action, simply choose the card whose effect you wish to use and follow the instructions under the timing on that card. If you wish to use your action to play an Incident or Event card from your hand, put the card into play and then follow the instructions on the card. ***Remember, cards that are not Incident or Event cards must be brought into play during the correct round before they can be used to generate effects*** (see [bringing cards into play](#)). It is only Incident and Event cards that can be played straight from your hand to generate an effect. ***In each round an effect from a card of specific title can only be used once.*** If a player uses an effect from a card during a round, no other player can use that same effect from a card with the same title during the same round. Thus each effect on a card can happen only once per round.

Example: The effect text box on the Incident card Bad Attitude reads:

Investigation Challenge

The Perp player may reroll their Challenge roll for this round.

During the Challenge round of any Investigation phase, when it was your turn to take an action or pass, you could, as your action, play Bad Attitude from your hand to use the effect on the card.

If you have no cards with the correct timing or none that you wish to use you may pass instead of taking an action. When all players have passed consecutively, no more effects can be used this round and the round is completed as explained in the turn sequence. You cannot activate your Team Leader or make them inactive to use their effect, and you cannot choose an opponent's Team Leader to be affected by an effect unless a card's text specifically allows it.

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Card Activation

All your cards come into play in a [ready](#) state - that is face up, with the title bar at the top of the card, the copyright notice on the bottom, as you look at it. Judge and Resource cards sometimes require that you [activate](#) them or make them [inactive](#) in order to use an effect or meet a card play requirement. When a card is activated, you slide it down (towards you) one card-length. This shows that the card has been used. To make a card inactive, you slide it down as though it was activated and then flip it, face down. When

you [prep](#) a card, you move it back one stage towards being ready. So to prep an activated card you slide it back up to the ready position, and to prep an inactive card you flip it face up and leave it in the activated position - it becomes activated. An inactive card therefore takes two turns to become ready again. Activated and inactive cards cannot be activated or made inactive to produce an effect, only ready cards may be used in this way. Remember, you may not voluntarily activate a Team Leader or make them inactive to produce an effect or fulfil a card play requirement unless the card specifically states that you may.

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Bringing Cards into Play

Before you can use a card's effect you must play it. To do this, you must meet all the [card play requirements](#) stated on the card. These may be the loss of Prestige (indicated by a minus number as the card's Prestige Value), the activation of other cards or the discarding of cards for example (as instructed by the card's text), but they must be met in full before the card is considered to be in play. Cards in your deck, hand and resyk are not considered to be in play. Judges and Perps in your iso cubes and wasted pile are still considered to be in play but cannot be activated or made inactive to produce any effects. You cannot activate your Team Leader or make your Team Leader inactive to bring cards into play. ***Different card types are played at different times during the turn, but generally cards are brought into play in the round with the same name as the card type***, for example Resources are played in the Resource round, Perps in the Perp round and so on. More information for each card type is presented below.

Judges

If for any reason you have a Judge in your hand, you may bring it into play during the Resource Round as if it were a Resource. You must lose an amount of Prestige equal to the Judge's Prestige Value to add the Judge to your team. The Judge comes back into play ready. Remember that you cannot add Judges to your deck before play starts, but they may end up there during the course of the game. When you add a Judge to your team that Judge you may not add them as your Team Leader (you must not put them on the far left of your team) unless they are the only ready Judge in your team.

Example: Austin lost Judge Goon (Prestige Value 2) earlier in the game due to 3 Personal Demerits, but managed to return the Judge to his hand from resyk due to a sentencing effect. It is now the Resource round of the Briefing phase and Austin wants to put Goon back into play. In order to add Judge Goon to his team again, Austin must lose an amount of Prestige equal to Judge Goon's Prestige Value.

Resources

Resource cards must be [issued](#) (played) before any effects on them can be generated. Resources are issued during the Resource Round, either to the team as a whole or to individual Judges in your team, depending on the type of Resource. You may only issue Resources to your own team. Skill and equipment Resources (Resources with the [keyword](#) skill or equipment) must be issued to a Judge in your team, while backup Resources (Resources with the keyword backup) are issued to the team as a whole. When a skill or equipment Resource is issued to a Judge in your team, place that card under the Judge to show that they have been issued with the Resource. When backup Resources are issued to your team place them to the right of your Judges to show that they are a part of your team (see diagram on page 19). Skills and equipment cannot be moved between Judges once they have been issued and are discarded if the card they are issued to is discarded or wasted. ***If a Resource has a minus figure as its Prestige Value, you must lose that amount of Prestige to issue the Resource.***

Crimes

Crime cards are [reported](#) (played) during the Crime round and are put into play in front of you in the centre of the playing area. **You must report one Crime from your hand during the Crime round if you have one.** You can only play more than one Crime per turn if a player is [on Patrol](#).

Scenes

Scene cards are [attached](#) (played) to a Crime as it is being investigated. During the Scene round of a player's Investigation phase the [Perp player](#) has the first option of attaching a Scene from their hand to the [Investigating player's](#) Crime. If the Perp player chooses not to attach a Scene, each other player [in turn](#), ending with the Investigating player, has the option of attaching a Scene. A Scene is attached to a Crime by placing it to the right of the Crime, face-up. If a Perp [escapes](#) from a Scene flip the scene face down to show that the Perp is no longer there (see [escape](#)).

Example: Kirsty has been assigned a Crime to investigate during her Investigation phase. The Crime was previously assigned to Tony and has one face down scene and a Perp attached. During Kirsty's Scene round she needs to find a new Scene. She must first ask Tony if he wishes to attach a Scene card from his hand to the Crime. Tony declines and so Kirsty has the chance to attach a Scene from her hand to the Crime.

Perps

Perp cards are attached (played) to a Crime as it is being investigated. During the Perp round of a player's Investigation phase the Perp player has the first option of attaching a Perp from their hand to the Investigating player's Crime. If the Perp player chooses not to attach a Perp, each other player in turn ending with the Investigating player has the option of attaching a Perp. The Perp is attached to a Crime by placing it to the right of the Scene, face-up. Once a player has attached a Perp to a Crime each other player has the option of attaching one more Perp from their hand (see [Multiple Perp](#) rules).

Incidents

Incident cards are played throughout the turn. At the start of each round, when the Duty Judge announces the round, there is the opportunity for each player to take actions or pass. As an action, when it is your turn to choose you may play an Incident with that round's timing in their timing bar. Once the card is played the effect in the card's text box is resolved. Incident cards are usually discarded after their effects have been resolved though there are a few that remain in play for a while. Remember an effect from a card with a particular title can only happen once each round, so two Incidents with the same title cannot be played in the same round.

Events

Event cards tend to come into play at the same time as Incident cards, at the start of a round. Again they must have the correct timing for that round in their timing bar. Events generally have longer lasting effects than the Incidents and can provide alternate methods of winning the game. All card play requirements (loss of Prestige, activation and so on) must be met before the card is considered to be in play, some Events have certain conditions in their text which must also be met.

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Uniqueness

Judge, Perp and Event cards are considered unique while in play. *This means that no copy of a Judge, Perp or Event card could be brought into play if another copy was already in play*, unless the card stated that it was not considered unique. Other card types are not considered unique unless the card specifies otherwise. Remember that Events, Judges and Perps in iso cubes or a wasted pile are still considered to be in play for the purposes of uniqueness and so cannot be duplicated. Unique cards in resyk are not considered in play.

Turn Sequence

Each game consists of a number of turns, each of which follows the sequence set out below. Each phase of the turn is broken down into rounds, which are completed in full before proceeding to the next round. The Duty Judge is responsible for announcing the start of each new round. *When the round is announced, each player in turn (starting with the player to the left of the Duty Judge and continuing clockwise) has the opportunity to take an action or to pass.* Once all players pass consecutively the business of the round, as detailed below, is dealt with before moving on to the next round. All players take part in each phase together except the Investigation phase. Players have their own Investigation phase, starting with the player to the left of the Duty Judge, which they complete in full before moving on to the next player's Investigation phase.

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Roster Phase

Ready Round

You must prep all Judges and backup in your team (unless a card effect or rule allows you not to prep a card). After all players have prepped their cards, you may reorder your team: select one Judge to be your Team Leader for the turn. That Judge is placed on the left of your team. The other Judges are placed to the right of your Team Leader in any order you choose. The order in which you place your team can make a difference, *if your Team Leader is activated for any reason or made inactive, the next ready Judge to the right of that Judge becomes the Team Leader.* Once all players have reordered their teams the player with the highest Prestige Total is nominated Duty Judge for the turn. If there is a tie for the highest Prestige Total, the tied players compare the Experience of the Judges in their team - the player with the highest Experience Judge wins the tie. If both players' most Experienced Judges have the same Experience, compare the next highest and so on. In the unlikely event that the Judges in the players' teams have identical Experience, determine the winner of the tie by rolling dice. The Duty Judge then rolls one die. If the result is odd, this turn is considered to take place at night, if the result is even, then it is day.

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Briefing Phase

Resource Round

Each player may issue any Resource cards from their hand to the Judges in their team or to the team itself in the case of backup (see [bringing cards into play](#)). Each player may issue any number of Resources that they have in their hand. If a player wishes to issue a Resource that requires them to lose more Prestige than they have available, the player may still issue the Resource but, for each Prestige that the player cannot lose, they gain 1 [Team Demerit](#) (see [Demerits](#)).

Crime Round

Each player must report one Crime from their hand (see [bringing cards into play](#)). These Crimes are placed in the middle of the playing area and are called [unassigned](#) Crimes.

Assignment Round

The Duty Judge must assign one unassigned Crime to each team that does not already have a Crime assigned to it. These may be Crimes that have just been reported or unassigned Crimes that were not solved from a previous turn. To assign a Crime, place that Crime in front of the player to whom it is being assigned. Any attached cards (Scene, Perp or evidence cards) remain attached to the Crime when it is assigned. The player that has been assigned the Crime must [investigate](#) that Crime this turn.

If, after the Duty Judge has assigned all Crimes, you have not been assigned a Crime - despite having ready Judges in your team - you must patrol instead of investigating a Crime this turn (see On Patrol, below).

If you have no ready Judges in your team, you cannot be assigned a Crime for this turn and you cannot Patrol. You lose 1 Prestige at the end of the round. If, after the Duty Judge has assigned a Crime to each team, there are any Crimes left unassigned, the Duty Judge loses 1 Prestige plus 1 additional Prestige for each unassigned Crime with an attached Perp.

On Patrol

If your team is forced to patrol during the Assignment round, you must ask each player in turn if they wish to report a Crime for you to investigate this turn. If a player has a Crime in their hand they may immediately put it into play assigned to your team. If no other player wishes to give you a Crime to investigate you may play one from your hand, assigned to your team. ***This is the only time that a player may play more than one Crime per turn without a card effect.*** Once you are given a Crime to investigate, or if no player can play a Crime, your Patrol ends. If you do not have an assigned Crime, you gain 1 Prestige immediately and must [skip](#) the whole of your Investigation phase. If you do have a Crime to investigate, you do so as normal in your Investigation phase.

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Investigation Phase

Players each take their Investigation phase in turn, starting with the player to the left of the Duty Judge. That player is termed the Investigating player for this phase and the player to the left of the Investigating player is the Perp player for this phase. Actions are taken at the start of each round by other players as usual, except that it is the player to the left of the Investigating player (the Perp player) rather than the player to the left of the Duty Judge that has the first opportunity to do so. When a player has finished their Investigation phase, the next player to the left becomes the Investigating Player and begins their Investigation phase, with the player to their left being the Perp player. When all players have completed their Investigation phases all players proceed to the Process phase. During your Investigation phase you must conduct each of the following rounds in sequence, unless instructed to skip one or more rounds. If at any time during the phase, you have no ready Judges in your team, your Investigation phase ends at once.

Scene Round

Each Crime must have at least three elements before it can be solved - the Crime itself, a Scene and a Perp. Although a Crime may have other cards attached, it requires at least one Scene and one Perp.

During the Scene round each player in turn, starting with the Perp player, has the opportunity to attach a Scene to your Crime face-up if it does not already have one; if you already have a face up Scene attached to your Crime, another cannot be attached. If no other player attaches a Scene to your Crime, you may attach one from your hand. Once you have a Scene attached, your Scene round ends. If no player can attach a Scene to your Crime, your Investigation phase ends and the next player's begins. While you have a Scene attached to your Crime, your team of Judges is considered to be at that Scene, if a Perp is attached, they too are considered to be at that Scene.

NOTE: If you are assigned a Crime that already has a face-up Scene attached to it, you still have a Scene round and actions can still be taken to use effects on cards with 'Investigation Scene' in the timing bar. The only difference is that you cannot have another Scene attached to your Crime.

Perp Round

During the Perp round each player in turn, starting with the Perp player, has the opportunity to attach one Perp from their hand to your Crime. Any player that has already attached a Perp to this Crime cannot attach another. There may be more than one Perp attached to a Crime subject to certain restrictions see [Multiple Perps](#) If no other player attaches a Perp to your Crime, you may attach a Perp from your hand. Once you have one or more Perps attached to your Crime, the Perp Player must select one to be the [Lead Perp](#) and your Perp round ends. That Perp remains Lead Perp as long as it is attached to the Crime. If no player can attach a Perp to your Crime, your Investigation phase ends and the next player's begins.

Challenge Round

If you have a face up Scene and Perp attached to your Crime you must attempt to apprehend the Perp. This is done in one of two ways, Challenge or Combat. In the Challenge round you attempt to convince the Perp that they should surrender by using your Team Leader's [Authority](#). The Challenge is resolved with the Challenge roll the result of which is added to the Authority of your Team Leader and compared with the [Resolve](#) of the Lead Perp. There are numerous cards and effects that instruct you to modify the Authority of the Team Leader or the Resolve of the Perp - you simply apply these modifiers to the appropriate number on the Judge or Perp, adding or subtracting as instructed. If the Challenge fails you must fight the Perp in the Combat round. Some cards instruct you to skip the Challenge round. If this happens you must proceed straight to the Combat round: no effects can be produced at the start of the Challenge round (as there is no Challenge round) and no Challenge roll is made. If an effect at the start of the Challenge round instructs you to skip the round, no further effects can be used and the round ends

The Challenge Roll

The Investigating player rolls two dice (this is the Team Leader's Challenge roll) and adds the [modified](#) Authority of their Team Leader. If the Investigating player has any rerolls or extra optional modifiers they must decide whether to use them before the Perp player makes the Perp's Challenge roll. Once the result of the Investigating player's Challenge roll has been determined, the Perp player rolls two dice (the Perp's Challenge roll) and adds the modified Resolve of the Lead Perp. The Perp player then decides whether or not to add any extra optional modifiers or rerolls. The Investigating player and the Perp player then compare their results. The player with the highest result wins the Challenge roll. If the result is a tie, the Perp always wins. ***If the Investigating player wins, the Perp is apprehended and the player skips the Combat round, proceeding straight to the Sentencing round. Otherwise the Perp is not apprehended and the Investigating player immediately loses 1 Prestige.***

Motivations

Each Perp is driven to commit crimes because of strong criminal urges, these are the Perp's [motivations](#). A highly motivated Perp is less likely to surrender to a team of Judges.

The four motivations, greed, politics, violence and boredom are represented by four capital letters (G, P, V and B respectively) If any letters in the motivation box of the Lead Perp match any letters in the motivation box on the Crime to which that Perp is attached, the Lead Perp's Resolve is modified by +3 while attached to that Crime.

Combat Round

Having failed or skipped the Challenge round, you must attempt to apprehend the Perp by force, using your Team Leader's [Ability](#). The Combat is resolved with the Combat roll, the result of which is added to the Ability of your Team Leader and compared with the Ability of the Perp. As with Challenge, there are numerous cards and effects that instruct you to modify the Ability of the Team Leader or Perp - you simply apply these modifiers to the appropriate attribute on the Judge or Perp, adding or subtracting as instructed. A Judge or Perp's Ability cannot be modified to less than 1. If you fail to apprehend the Perp in the Combat round, the Perp will escape; being too heavy-handed will result in killing the Perp, which reduces the Prestige award for solving the Crime. If you have been instructed to skip your Combat round, no dice rolls take place as the round does not happen. No cards can therefore be played or effects generated at the start of the Combat round with Investigation Combat timing.

The Combat Roll

The Investigating player rolls two dice (this is the Team Leader's Combat roll) and adds the modified Ability of their Team Leader. As with the Challenge roll, if the Investigating player has any rerolls or extra optional modifiers they must decide whether to use them before the Perp player makes the Perp's Combat roll. Once the result of the Investigating player's Combat roll has been determined, the Perp player rolls two dice (the Perp's Combat roll) and adds the modified Ability of the Lead Perp. The Perp player then decides whether or not to add any extra optional modifiers or rerolls. The Investigating player and the Perp player then compare their results. The player with the highest result wins the Combat roll. If the result is a tie, the Perp always wins. ***If the Investigating player wins, the Perp is wounded and apprehended, all supporting Perps are discarded and the player proceeds straight to the Sentencing round. Otherwise the Perp escapes, is not apprehended and the Investigating player skips the Sentencing round.***

Signatures

All Perps have some crimes that they are more skilled at committing than others. These are the Perp's [signature crimes](#) and are listed at the bottom of the Perp's text box. If any of the Perp's signatures match the Crime's [classification](#) keyword, the Perp's Ability is modified by +3 while attached to that Crime.

Injury & Death

If your Team Leader loses the Combat roll, that Judge is [wounded](#). A wounded Judge is made inactive. However, ***if the Perp player's result is double, or more than double your Team Leader's result, your Team Leader is wasted.*** Similarly, ***if your Team Leader's combat result is greater than the Lead Perp's, the Perp is wounded*** and is apprehended. If it is double, or more than double the Lead Perp's result, the Lead Perp is wasted. Your wasted Judges and Perps are placed in your wasted pile where they are still considered to be in play for uniqueness purposes. If you lose the Combat roll the Crime is not solved and reverts to being unassigned.

Escape

Perps usually escape as a result of winning combat, though card effects sometimes causes a Perp to escape. ***If the Perp escapes from a Scene, the Scene is flipped face down to show that the Perp is no***

longer at the Scene. When the Crime is reassigned, a new Scene must be attached during the Scene round as normal before the Investigating player can attempt to apprehend the Perp again.

Sentencing Round

If you have apprehended the Perp, you must now sentence them (unless they are wasted, see below). The Crime card text box contains the three sentence options available to you. The top sentence is a [severe](#) sentence, the middle a [fair](#) sentence and the bottom a [lenient](#) sentence. Each of the three options has a number of years written on the left-hand side. This is the [term](#) of the sentence and must be announced when you decide which option to take. Each of the three sentence options produces an effect when it is chosen. When you sentence, you must select one option and you must be able to complete the effect in full, that is you must meet all requirements and gain all benefits or detriments that the effect results in. If you can choose no other option, you must announce a term. You have still sentenced the Perp to that term, but you gain no effect from sentencing.

After you have sentenced the Perp to the appropriate term, you add up the Prestige Values of your Crime and each attached card, including the face-down scenes from which the Perp has escaped, and add the result to your Prestige Total.

If you apprehended the Perp by wasting them in the Combat round, you may not select a sentence in the Sentencing round - you have killed the Perp. ***Instead of adding the Prestige Values of the Crime and all attached cards, you gain just 1 Prestige.***

After Sentencing, the Crime and all attached cards are discarded except the Perp who is placed in its owner's iso cubes or wasted pile if the Perp was wasted.

Remember that you do not win during the Sentencing round, even if you have 20 or more Prestige. You only win when the rules or card effects instruct you to check for victory. After Sentencing, your Investigation phase ends and the player to your left begins their Investigation phase. Once all players have completed their Investigation phase, proceed to the Process phase. If for any reason you skipped your Investigation phase, you must wait for all other players to complete their Investigation phase. None of the above rounds take place for you and no cards or effects with Investigation in their timing can be used until the next player has their Investigation phase.

Evidence Cards

A type of Incident card, [evidence](#) is attached to your Crime in various rounds throughout the Investigation phase. Evidence remains attached to the Crime until it is solved; some evidence cards can only be attached to your Crime, whilst others can be attached to any Crime. If a Crime is assigned to another player all evidence remains attached though most will have no effect after it has been attached to the Crime. There is no limit to the number of different evidence cards that can be attached to a Crime, but ***no Crime may have more than one evidence card with the same title attached.***

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Process Phase

Debrief Round

Like the Roster and Briefing phases, there is only one Process phase each turn. All players take part in this phase. Each player in turn, starting with the player to the left of the Duty Judge, checks for victory by counting their Prestige and Commendations. ***If a player checking for victory has 20 or more Prestige or***

5 or more Commendations, that player wins immediately.

If no player has won, you may discard as many cards from your hand as you wish, if you have more cards in your hand than your current maximum hand size, you must choose and discard the excess. You must then redraw cards from your deck until you are holding a full hand of cards - a number of cards equal to your maximum hand size. Once all players have redrawn the round ends. ***This is also the end of the turn; start a new turn with the Roster Phase.***

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Dark Judges

The most terrifying villains that Mega City One ever faced, the Dark Judges have special rules in the game. Dark Judges are Perp cards that can be added to any Crime in play like a normal Perp. ***They may never have any motivations or Signature Crimes, nor may their Resolve or Ability be modified unless an effect specifies that it affects Dark Judges.*** When attached to a specific type of Crime the Dark Judge generates their special effect. This effect continues until they are no longer attached to a Crime with the correct classification. If a Dark Judge is attached to your Crime, no other player may play Incident cards in your Investigation phase - only you as the Investigating player may play Incident cards.

If you are assigned a Crime during the Assignment round of the Briefing phase that has a Dark Judge attached to it ***you may refuse to investigate the Crime and the Duty Judge must assign a different Crime to you if possible,*** or else you must Patrol as normal. The Duty Judge does not lose any Prestige for unassigned Crimes with Dark Judges attached during the Assignment round.

If a Dark Judge is apprehended, the Investigating player has the option of containing the Dark Judge, thereby preventing the spirit of the Dark Judge from finding a new body to occupy. To contain a Dark Judge, you must activate a Psi Judge in your team whose Experience is greater than the Resolve of the apprehended Dark Judge. If you do this, you place the Dark Judge under the activated Psi Judge to show that the Dark Judge is contained. A contained Dark Judge is still considered to be in play. ***You may choose not to prep a Psi Judge that is containing during the Ready round.*** If a Psi Judge containing a Dark Judge is ever ready, the Dark Judge is released and is discarded. ***At the end of each Debrief round you gain 1 Prestige for each contained Dark Judge you have in your team.***

If you do not contain a Dark Judge when you apprehend one, it is discarded during the sentence round. It does not go to your iso cubes and you cannot sentence the Dark Judge. You simply add up the Prestige Values of the cards in the Crime as usual, add the result to your Prestige Total and discard all the cards in the Crime. Dark Judges cannot be wasted. If any effect would cause a Dark Judge to be wasted, it is discarded instead. If you ever contain all four Dark Judges, you win immediately.

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Multiple Perps

Unfortunately for the Judges, Perps do not always work alone. ***Once a player has added a Perp to your Crime, each other player in turn has the option of adding one additional Perp.*** Each player may only have one Perp attached to your Crime at a time unless card effects permit otherwise. Each Perp attached after the first must have at least one keyword on it that matches a keyword on a Perp already attached to the Crime. Once all players have decided whether or not to attach a Perp from their hand to your Crime, you proceed with your Investigation phase as usual. At the end of the Perp round, if there is more than one Perp attached to a Crime, the Perp player must select one of those Perps to be the Lead Perp (if there is only one Perp attached, that Perp is automatically the Lead Perp). All other Perps attached to the Crime are [supporting Perps](#). ***The Lead Perp's Resolve and Ability are both modified by +1 for each supporting Perp attached to the Crime.*** The Lead Perp cannot be changed once selected (unless a card effect permits

otherwise).

When the Lead Perp is apprehended, all supporting Perps are discarded, and so are worth no additional Prestige during Sentencing. If the Lead Perp is not apprehended, additional Perps can be added to the Crime when it is next Investigated during the Investigating player's Perp round as above, providing that no player has more than one Perp attached to a Crime at any time. Some Perps state in their text that they may not support or be supported. Such a Perp cannot be attached to a Crime with any attached Perps and can have no other Perps attached to a Crime with them.

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Demerits

Judges are reprimanded for behaviour unbecoming an officer of the Law. These reprimands are reflected in the game by Demerits. Personal Demerits represent punishment for the misdemeanours of individual Judges. If Judges in your team receive any Personal Demerits, place a token on the Judge to show each demerit. ***If, at the end of any round, a Judge ever has more Personal Demerits on them than their Prestige Value, that Judge is Suspended and discarded.*** Team Demerits represent the senior Judges' disapproval of the actions of the team as a whole or instances where the behaviour of the Team Leader has brought the Judgement of the other team members into question. If your team receives any Team Demerits, place a token above a Judge in your team to show each demerit. ***If, at the end of any round, you have more Team Demerits than you have Judges in your team, your entire team is suspended and all the Judges in your team are discarded!*** If this happens, you lose the game.

If you are ever required to lose Prestige when you do not have any, you must gain 1 Team Demerit for each Prestige you could not lose.

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Deck Construction

Until you have had a chance to play with the cards and see what they do you should probably play with all the cards in your deck. If you want to remove some cards from your deck (if you feel that you will not be able to use them or if their effects seem a bit complex) then feel free, bearing in mind that you must have a deck of at least forty cards. After having played a game or two, you will understand the cards better and may want to alter the mix of cards in your deck. You may add or remove any number of any type of cards to or from your deck as long as you have at least 40 cards.

Deck Hints & Tips

- Look carefully at how cards interact, especially through keywords.
- Think about the Judges you want to use and consider their strengths and weaknesses, these will often give you a basic idea to build a deck around.
- If you are planning to win through prestige make sure you have enough of the essential cards: Crimes, Scenes and Perps.
- Remember that most Perps and Events you put into your deck are Unique when in play though you may have multiple copies in your deck.
- Also remember that effects can only be produced from cards of a specific title once per turn, so you will only be able to play an individual card a limited number of times.

Deck Suggestions

- A straight forward, efficient deck focuses on the Challenge round; you are less likely to lose Prestige from failing your challenge roll and by avoiding combat it is less likely that you will lose any of your Judges.
- You might be a little more forthright in your attitude towards dispensing the Law, don't worry about challenging perps, they're all hardened lawbreakers so show them who's in charge with a tough Street team outfitted with the best resources the Justice department has to offer.
- Of course you don't have to play it straight. If you have ambitions to join the SJS you might want to play a more vindictive role, overseeing players' investigations to ensure they are dispensing the Law in a manner befitting a Judge.
- If you feel up to it you may even want to take on the Dark Judges, be warned that you will need to tightly focus on your goal if you are to prevail in the face of such a twisted vision of Justice.
- Evidence can help you efficiently ensnare lawbreakers, try using Incident cards to control your deck and investigation, making every Crime you solve a prestigious one.

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Glossary

Ability

The statistic to denote the competence of Judges and Perps at performing actions, most commonly used in Combat.

Action

Whenever a new round is announced, each player in turn has the opportunity to take one action or pass. As an action you can play an Incident or Event card from your hand or use the effect on a card in play (provided the card's timing bar lists the current phase and round).

Activated

The action of moving a Judge or Backup card towards yourself one full card length.

Apprehended

When a perp is defeated in a Challenge or Combat round they are apprehended and can be sentenced.

Assign

The act of the duty Judge providing each team with a crime to investigate.

Attached

Scenes, Perps and evidence cards are attached to a Crime by placing them to the right of the Crime. When the Crime is solved, the Investigating player gains Prestige for the Crime and its attached cards.

Authority

The statistic to denote the presence of a Judge. Used when challenging a perp.

Card Play Requirements

The conditions that must be met to put the card in play - activating a card or losing Prestige for example. All card play requirements must be met before the card is considered to be in play.

Classification

The keyword on Crimes that denotes what Justice department classification the Crime belongs to. If the classification keyword matches a Perp's signature crimes, the Perp's Ability is modified by +3 while attached to that Crime.

Commendation

A measure of the citizen's admiration for a team of Judges and their commitment to the City, higher praise than even prestige.

Consub

A Crime classification meaning controlled substance - these range from illegal drugs to sugar!

Contain

With extreme effort an experienced Psi Judge can hold a Dark Judge in their mind, this is represented by containment.

Dark Judge

Perps from another dimension who have deemed life itself to be a crime, special rules apply to these horrors.

Deck

Your deck is placed in front of you, face down, to the left of your team and contains all the cards you wish to use during the game. Players may not look at your deck unless a card effect permits otherwise.

Demerit

A reprimand or caution from the senior Judges, there are two types of demerits, Personal Demerits and Team Demerits.

Duty Judge

The player with the highest Prestige in the Ready Round who is responsible for assigning Crimes and announcing each round of the turn.

Effect

Each card has an effect written in the text box. Card effects with a timing bar can only happen at the phase and round the timing bar states (players must take an action to use these effects). Cards without timing bars explain in their text when the card effect happens (no action is used).

Escape

If a player fails to apprehend the Perp in the Combat round, or if a card effect dictates, a Perp escapes from the Scene they are at and the Scene is flipped face down to show the Perp is no longer at that Scene.

Evidence

A keyword on some Incident cards. Evidence cards are attached to a Crime, providing assistance to the Investigating player or additional Prestige.

Experience

The statistic to denote the how long a Judge has been serving the Law. Often referred to by cards producing a powerful effect.

Fair

One of the three sentencing options, the fair sentence is the Justice Department's recommended term of imprisonment for a Crime.

Hand

The cards that have been drawn from your deck, which have not yet been put into play. You may hold a number of cards in your hand equal to your hand size, seven cards at the start of the game. If you have more cards in your hand than your hand size at the end of a turn, you must discard the excess.

Inactive

To make a card inactive, it must be moved down into the activated position, then flipped face-down to show that it is inactive.

In Turn

Play always passes to a player's left when instructed to do things in turn by the cards or rules.

Investigate

Once a player has had a Crime assigned to their team, they must investigate it. That player will have an Investigation phase, during which they will be the Investigating player and will have the opportunity to solve the Crime.

Investigating Player

The player currently taking their Investigation phase.

Iso-Cubes

The area above your deck where your Perps are placed after they have been apprehended, Perps in iso-cubes are still considered to be in play for uniqueness purposes.

Issue

Playing a Resource either on individual Judges or on teams (in the case of backup Resources) is called issuing.

Keyword

Words appearing under a card's title are its keywords. They are used as references on other cards and serve to classify cards into groups. References to keywords are shown in bold text on the cards.

Lead Perp

When all players have had the opportunity to attach Perps to a player's Crime, the Perp player must select one of the attached Perps to be the Lead Perp.

Lenient

One of the three sentencing options, the lenient sentence is shorter than the Justice Department's recommended term of imprisonment for a Crime.

Modified

If a card effect or rule tells you to modify a number, add or subtract the modifier as appropriate. If the rules or cards refer to a modified number, it is that number plus any positive modifiers, minus any negative modifiers.

Motivations

Each Perp has a number of motivations represented by letters in the motivation icon on their card (See Perps page 16). The four motivations are G= Greed, V= Violence, P= Politics, B= Boredom.

Pass

If you do not wish to perform an action when you have the chance, you may pass instead. When all players pass consecutively, no more actions can be taken and the round is dealt with as normal.

Patrol

If the Duty Judge does not assign a Crime to you to investigate, you must Patrol unless you have no ready Judges in your team.

Perp Player

In the Investigation phase the player to the left of the Investigating player is the Perp player who rolls the dice and performs other actions on behalf of the Perp. The Perp player also has the first option of taking actions.

Personal Demerit

Representative of a Judge's misdemeanours, if a Judge in your team is given a Personal Demerit place a token or marker on that Judge. If a Judge has more Demerits than their Prestige Value they are suspended.

Prep

When instructed to prep an activated card, move it back up to the ready position. When instructed to prep an inactive card, flip it face up into the activated position.

Prestige

A measure of renown, Prestige is added to your total when your team behaves admirably and is lost when your team does something wrong or relies too heavily on Resources.

Prestige Total

Your Prestige Total is a measure of how well respected and known your team of Judges are. It is also your 'score' telling you how close to winning the game you are. If you have 20 Prestige when you check for victory, you win.

Ready

When cards come into play they are placed in the ready position, that is face up with the title bar at the top of the card and the copyright notice at the bottom as you look at it.

Reorder

Once per turn you get the opportunity to change the order of the Judges in your team, which allows you to select a new Team Leader. Order your Judges from left to right, the left-most ready Judge is always your Team Leader.

Reported

When a Crime is put into play it is said to be reported. Players must report one Crime from their hand per turn if possible. You may not report more than one Crime per turn unless a player is patrolling.

Resolve

The statistic to denote the conviction of a Perp and disregard for the law. Used opposite the Judge's Authority during a challenge.

Resyk

The discard pile to the left of your deck where all cards are placed after use unless otherwise stated. Cards on resyk are not considered to be In-Play.

Severe

One of the three sentencing options, the severe sentence is longer than the Justice Department's recommended term of imprisonment for a Crime and can be deemed excessive.

Signature Crime

Perps committing Crimes that they are used to committing are more capable than those for whom the Crime is unfamiliar.

Skip

If the cards or rules instruct you to skip a phase or round, that phase or round is missed out altogether and does not take place. If the round has already started when you are instructed to skip it, the round ends immediately.

Supporting Perps

Any Perps that are attached to a Crime, but that are not selected by the Perp player to be the Lead Perp are supporting Perps. Each supporting Perp modifies the Lead Perp's Resolve and Ability by +1 while they are attached to the Crime.

Suspended

A Judge with more personal demerits than their personal prestige is suspended and placed on the top of their owners resyk.

Team Demerit

Representative of the wrong-doings of your team as a whole. If you gain any Team Demerits, place a token above a Judge in your team to show the Demerit. If you ever have more Team Demerits than Judges in your team, your whole team is suspended and you lose the game.

Team Leader

The leftmost ready Judge in a player's team is always the team leader.

Term

Each Crime has three numbers to the left of the text box, one for each sentence option. Each number represents the term of imprisonment that goes with the sentence.

Timing Bar

Most effects have a two word timing bar at the top of the effect text. The first word defines the phase that an action can be taken to use the effect and the second word tells you which round in that phase the effect can be used.

Type

Card types are distinguished by different backgrounds. Judges, Resources, Crimes, Scenes, Perps, Incidents and Events are the seven card types in the game.

Unassigned

Crimes in the centre of the playing area which have not been assigned to a Team to investigate.

Unique

Judges, Perps and Events are the only unique cards in the game unless a card specifically mentions that it is. There may be only one copy of a unique card 'in play' but there is no limit to the number you may put in your deck.

Wasted

The discard pile to the left of your deck where your perps and Judges are placed when wasted, perps and Judges in Wasted Piles are considered to be In-Play. Other cards may also be wasted during play.

Wounded

When a perp defeats a Judge in combat, that Judge is wounded and must be moved into the inactive position.

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Credits

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